

IN THE CLAIMS:

Please add new Claims 32-35 to read as follows.

523
u

32. (New) A method of generating a coloured or shaded texture for images, the images to be displayed on a display device or printed, the method including the steps of:

- b1
- (a) providing a plurality of shape elements, each shape element defining a surface;
 - (b) providing each of the shape elements with an opacity which varies over its surface;
 - (c) arranging the shape elements in an overlapping fashion to fill a predetermined region of said images such that the region has a substantially uniform opacity;
 - (d) rendering the shape elements for output to a printer or display device, such that the overlapping opacities generate a coloured or shaded texture; and
 - (e) varying the opacity of one or more of the shape elements over time, and periodically rendering the shape elements.

33. (New) A method according to claim 32, wherein the opacity is varied in a cyclic fashion.